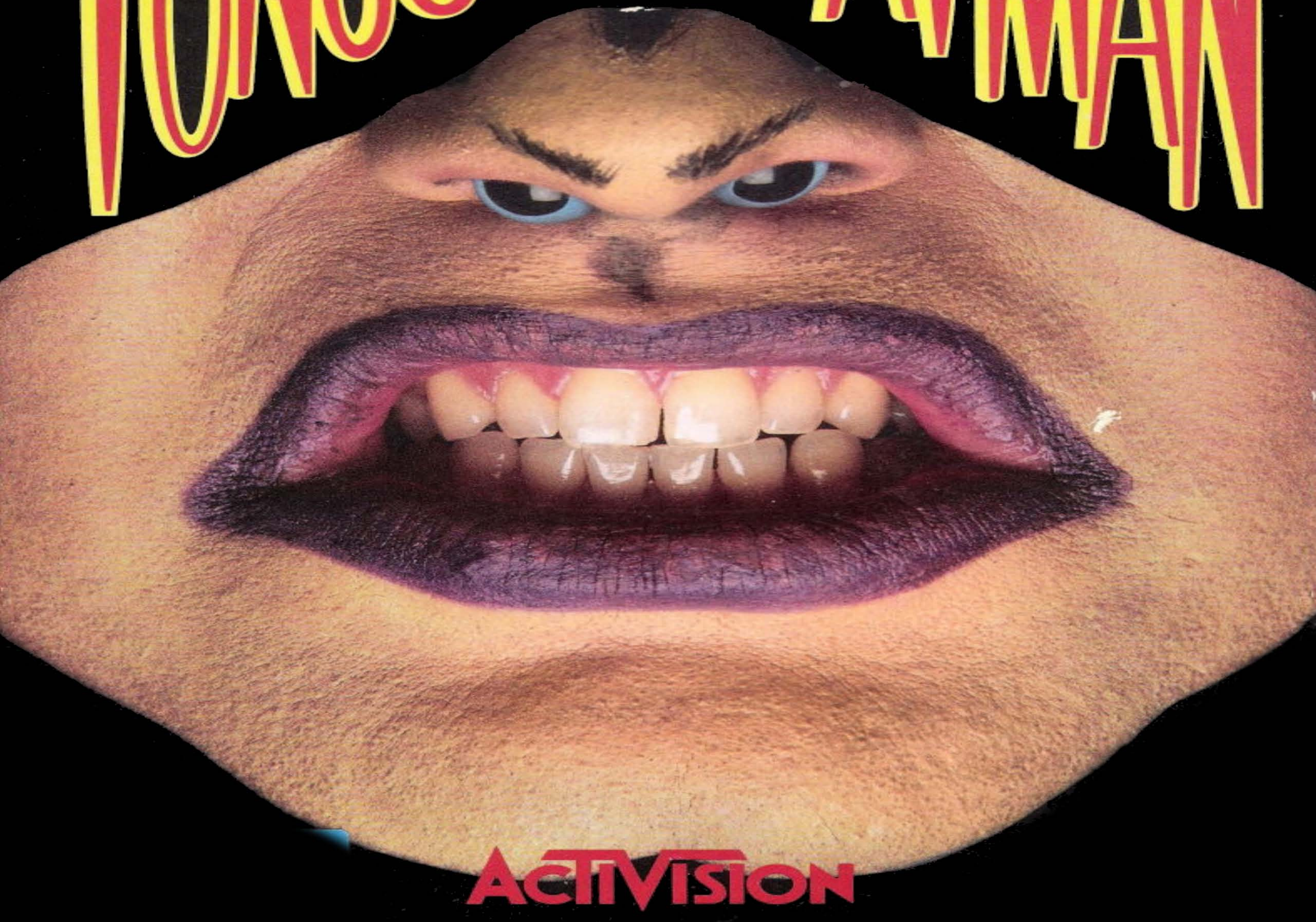
TONGUE of the FATMAN



ACTIVISION

The Creators of *Tongue of the Fatman*

Brian A. Rice, who went to school, was the programmer for Tongue of the Fatman. Brian has done many educational and entertainment products, including Willow, GFL Championship Football, Star Rank Boxing, and The Electric Crayon. With Tongue of the Fatman, Brian continues to exhibit the quality and visual style for which he is known.

Mark D. Waterman created the art for Tongue of the Fatman. He also posed for the package cover photo. Mark was recently released from a New England mental institution, where he discovered a metaphysical link to the future. Using this connection, he's become the channeler through which the prophetic message of Edwina has become all the rage at Northern Minnesota and lower Canadian logging camps.

Sworat's Quick Start

MonduThe Fat

Rank: Champion

Kicks: Right **Punches:** Left
Special Move: Tongue Lash
Wt: 1000 kgms. **Ht:** 2.3 meters
Age: 70 solar rotations
Hometown: Glurst, Metabolin System
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2543	Glurst	1:55	Rubic	$ 298760	10-0
2544	Glurst	0:44	Norkle	$ 187330	9-0-1
2545	Cystbol	3:21	Edwina	$ 288980	10-0
2546	Spack	0:21	Frybat	$ 69720	8-1-1
2547	Spack	0:55	Frybat	$ 210910	10-0
2548	Nukito	6:33	Borehead	$ 29048	10-0
2549	Mondu	9:21	Stump	$ 72780	7-3
2550	Mondu	5:17	Slasher	$ 81000	9-1
Totals				**$1,490,960**	**73-5-2**

Mondu has the winningest record in the history of the Fight Palace. He began his career on Glurst, but moved onto the tougher palaces before opening hisown in '48, where he has reigned the last two seasons. In 2549 he suffered three defeats, losing to Stump, Edwina and Behemoth before besting Stump for the title in what is considered the best final match ever. Allegations Mondu threw the bouts to bolster his fledgling palace's receipts were dismissed, however rumors continue unabated. Mondu's famous tongue is insured for over $1 million with Mutual Of Omicron.

Okay, I'm a long-winded rat-like creature from another solar system, sent down to the Fight Palace to bring truth, justice, and the Bingusian way to major betting houses everywhere.

If you don't want to hear about the Fight Palace and how it works from my perspective, or if a friend of yours is reading this to you and you just want to know how to play, simply follow these Quick Start instructions and go get killed. I don't really care one way or the other.

Quick Game Instructions

Select one of the three fighters. Use your joystick or the cursor keys or numeric keypad.

Answer the Fatman's query about one of the fighters by looking up the answer on their trading card. The cards are scattered throughout this book, including the Fatman's.

To bet: At the Wagemaker screen, select **BET**, then select one of the three time/odds options. Go to **BET AMOUNT** and use your control device to enter a number.

To buy weapons: Select **WEAPONS** Follow Dr. Kadaver's prompts. Select FIGHT.

In the pit, you have 16 moves. See the joystick and keyboard diagrams later in this section of the manual.

To use weapons: Weapons show up at the bottom of the screen in the four boxes. Press and hold your fire button, then point the stick or press the keypad button in the corner that corresponds to the corner of the box that that weapon is in.

Watch the blue line. When it reaches zero, you'll die. And lose. Other lines are explained under "The Fight Pit" section later in this section of the manual.

To turn the sound on and off, press **F5**.

*If after reading all that you're interested in knowing a little bit more about this place, just look for the **BOLD** headings in the manual.*

Sworat's Long-Winded Spiel

It's Saturday night at Mondu the Fat's Fight Palace, and the crowd is screaming for blood. As your eyes to adjust to the gloom, a shadow with a long tail and sharp, darting eyes sidles up next to you.

Pssst! Hey, listen, want a hot tip? Yes you, mulchbreath, who do you think I'm talking to?

You make out a large rat, its long whiskers bristling with excitement. The smell of it makes you want to toss your cookies, and you turn to leave.

Hang on a second. This place does it to you.

As if to prove his point, the rat takes aim and spits at a large durbeetle about eight feet away. The durbeetle fizzles and dissolves into a speck of ash.

Colonoid

Rank: #2

Kicks: Both **Punches**: Both
Special Move: The Blob
Wt: 105 kgms. **Ht**: 2.2 meters
Age: Unknown
Hometown: None (Test Tube)
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2545	Glurst	1:00	Edwina	$ 280560	10-0
2546	Cystbol	0:56	Zipfa	$ 56000	7-2-1
2547	Nukito	1:06	Scorpion	$ 133500	9-1
2548	Spack	0:59	Rex	$ 160090	8-1-1
2549	Mondu	0:25	Rex	$ 200240	10-0
2550	Mondu	4:44	Borehead	$ 274000	9-1
Totals				**$1104390**	**71-8-2**

This wacky fellow likes to form himself into the shape of a small taxi—and then engulf and eat the unsuspecting tourists who hail him for rides. Look for Colonoid to be as antisocial as ever this year as he plots ways to defeat the top-ranked Fatman. Colonoid is recovering from a devastating incident after last season, when half of his right shoulder split off from the colony and declared itself an independent neo-syndicratic religious commune. In the ensuing warfare, the Colonoid almost suppressed himself into oblivion.

My name is Sworat, and I used to be the WageMaker here. Wait a minute. You can't make it without me. I can help you beat the system, and you can help me raise the ready cash to get me back home. I've been trying to get out of this slime-pit since Cystpopper was a contender, but something always comes up. Last time, I sold the doctor some Nasfarian Twerp Hairs. Just my luck, the Nasfarian Twerp showed up a week later and trashed the joint to get them back. Now I gotta pay for the damage.

You and me, we can beat this place, or I'm a Bingusian swamp rat. Come to think of it, I am a Bingusian swamp rat, but hey, who's to know?

He pokes around where his vest might be if he were wearing a vest, and pulls out a folded piece of paper.

Here, this might help you get your bearings around here. Just follow these instructions and you'll be up and running home to mommy in no time.

Puff Boy

Rank: #3
Kicks: Both **Punches**: Right
Special Move: The Pea Shooter
Wt: 400 kgms. **Ht**: 2.3 meters
Age: 300 solars
Hometown: Puftar
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2541	Cystbol	2:55	Trebor	$ 9050	6-4
2542	Cystbol	3:44	Freezer	$ 130650	8-2
2543	N.Y.	019	Stump	$ 30170	6-5-1
2544	Spack	0:38	Jax	$ 169120	9-1
2545	Spack	0:42	Zipfa	$ 70650	5-5
2546	Mondu	3:06	Borehead	$ 73880	4-4-2
2547	Nukito	4:51	Hydroid	$ 40020	7-2-1
2548	Mondu	2:08	Zorko	$ 38000	8-1
2549	Spack	6:53	Colonoid	$ 200030	9-1-1
2550	Mondu	0:17	Scorpion	$ 40500	5-5
Totals				**$802,070**	67-30-5

Known on his home planet as the "Boy Wonder," Puff Boy is currently ranked 3rd on the Galactic Press Top 20. His nickname derives from the fact that he is only 78 years old, a mere babe by Puftar standards. Decidedly cynical and aloof, he is a true "Puff Without a Cause," who rides a Harley and smokes harsh, unfiltered cigarettes. Puff Boy had his best season ever last year, defeating Slasher, Scorpion, Colonoid, and fighting Hydroid to a draw. The year was marred, however, by his close loss to Trebor.

Sworat hands you a grubby, tattered document. He looks at you expectantly, as though he has just done you a great service.

Getting Started

To load *Tongue of the Fatman* refer to the Power Hits Reference Card included in the package. If you wish to start a two-player game or change your mode settings read the next two sections.

How to Start a Two-Player Game

To play a two-player game without changing the default setup (see the next section), start the game by typing **Fatman /two** and pressing **Enter**.

Setup

Tongue of the Fatman has been programmed to autodetect the optional devices you're using (for example, graphics mode, joystick or keyboard and sound boards).

If you wish to manually choose your setup or to specify a two-player game, you can run the setup routine prior to loading the program. Running setup will write a file to your disk so that the game will load under your desired options every time. If you change your configuration or wish to select new options, you can run the setup again—this will overwrite any previous setup file on your disks.

To run setup:

1. Turn on your computer and load DOS.

2. Access your **Fatman** directory by typing **CD SCIFI\FATMAN** and pressing **Enter**.

3. At the DOS prompt type **SETUP** and press **Enter**.

4. Follow the screen prompts, choosing the options appropriate to your computer's configuration.

OK, so here's how it goes down. First thing you do is go to the Fighter Stable and choose your fighter. Then you go the Wagemaker's and place your bet. If you've still got a little cash, go to Doctor Kadaver's and buy some weapons. From there you can go back to the Wagemaker's, or go right to the Fight Pit where you'll get turned inside out by something really ugly and smelly that isn't me. Confused? Hey, that's just a polite word for stupid.

Behemoth

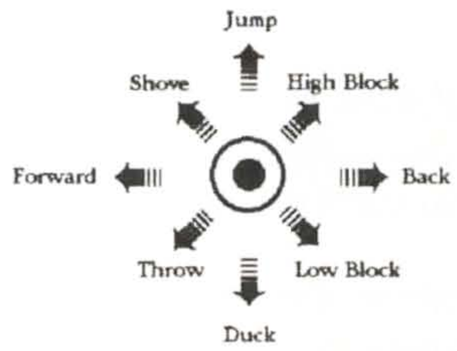
Rank: #4

Kicks: Both **Punches**: Left
Special Move: Gasser
Wt: 390 kgms. **Ht**: 2.3 meters
Age: 60 solars
Hometown: Sanitation Lab, Antares
Professional Fight Palace Record:

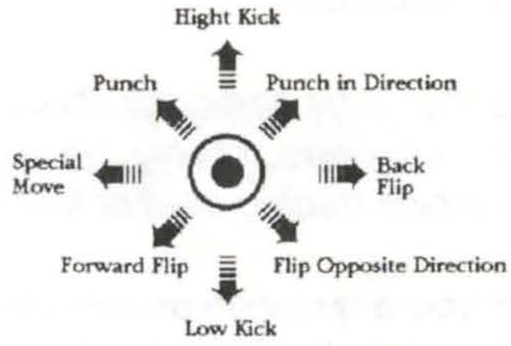
Year	Palace	Time	Opponent	Purse	Record
2544	Cystbol	3:32	Zorko	$ 10600	7-1-2
2545	Cystbol	1:47	Freezer	$ 189450	8-2
2546	N.Y.	0:15	Trebor	$ 35900	6-4
2547	Spack	1:38	Jax	$ 124450	9-1
2548	Spack	0:41	Zipfa	$ 20650	5-5
2549	Mondu	1:19	Borehead	$ 173880	9-1-0
2550	Mondu	0:11	Edwina	$ 140500	9-0-1
Totals				**$695,430**	**53-14-3**

Recently given the lead role in Megagalactic's new holoversion of *Romeo and Juliet*, Behemoth is clearly capitalizing on his fight palace fame. Efforts are underway to boost his intelligence through judicious injections of Yak hormones. Behemoth (or just " The Hemoth" as he's known by his legions of admirers) continues to do well in the fight palaces. Behemoth's "Gasser" is sponsored by fifteen corporations, including Galactic Natural Gas and Dr. Skoler's Odor Eaters.

Joystick



Button Up



Button Down

Keyboard

Slasher

Rank: #5

Kicks: Right **Punches**: Both
Special Move: MixMaster
Wt: 300 kgms. **Ht**: 2.2 meters
Age: 16 solars
Hometown: Shicktar
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2545	Cystbol	2:51	Trebor	$ 6540	5-4-1
2546	Cystbol	0:22	Rex	$ 19500	7-2-1
2547	N.Y.	2:26	Behemoth	$ 29490	7-3
2548	Spack	0:45	Puff Boy	$ 71340	8-1-1
2549	Spack	0:51	Mondu	$ 382980	8-2
2550	Mondu	4:30	Zipfa	$ 74000	9-1
Totals				**$583850**	**44-13-3**

Slasher is looking great this year. His sharp exterior is in fine form, as he demonstrated last April at the Glaron Nationals when he decapitated three fans and a journalist from Gnarsh. The Slash is turning out to be as good a businessman as he is a fighter. He has just signed a lucrative contract with Galactic Ginsu, and his chain of Slasher's Slash 'N Burn Cutlery 'N Camping stores has grown to 200.

1 2 3
4 5 6
7 8 9

ACTION KEY: **0**

5 together with 1, 3, 7 or 9 activates weapon

U I O
J K L
M , .

Enter

K together with U, O, M or . activates weapon

W E R
S D F
X C V

Spacebar

D together with W, R, X or V activates weapon

On two-button joystick, one button controls your fighter's actions, the other controls your fighter's weapons. Use the weapons button in combination with upper/lower diagonal movements to activate weapon.

Off-disk Copy Protection

Old Mondu's gotten a bit particular about just who gets to compete in the pit. He wants to make sure you've boned up on some of the fighters. Mainly, he wants you to know what a stud he is. When you came in, you'll remember, they gave you a nice trading card of Mondu himself. Hang onto it or you can't get back in.

Mondu will ask you a question about one of the fighter's in the Fight Palace. Find the correct answer on the trading card for that fighter — the cards are reprinted throughout this book. Failure to answer correctly will take you back to DOS.

Controlling Your Player

Look, here's what you do when you get into the pit. You walk up to the other guy by moving your joystick or arrow key towards him. Sounds simple, doesn't it? You want to hit him, you do what the diagram says. If you can't figure it out you might try a video game instead. One other thing you need to know—how to use your weapons. Now pay attention.

When you get into the pit stuff happens fast and furious. You go reaching for your notes and they'll be taking you out of the pit one spatula-full at a time. There's no time-outs, and if you haven't done your homework excuses won't be necessary.

Using Weapons

You're going to take some weaponry with you into the fight. I'll walk you over to the Doctor's a little later, where you can see all the weapons you have to choose from.

To use a weapon in the pit, you hit the fire button at the same time you move your joystick in the direction of the weapon you want to use. If you're playing with your keyboard, put it down while I'm talking to you. You're pretty rude for a sack of brittle

Stump

Rank: #6

Kicks: Right **Punches**: Right
Special Move: Spitter
Wt: 400 kgms. **Ht**: .9 meters
Age: 42 solars
Hometown: Bulkar
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2543	Cystbol	0:52	Edwina	$ 4000	5-4-1
2544	L.A.	0:48	Slasher	$ 17000	5-3-2
2545	Cinci	1:11	Colonoid	$ 21050	7-3
2546	Spack	0:59	Freezer	$ 60000	4-6
2547	Nukito	0:38	Scorpion	$ 71010	8-2
2548	Glurst	1:34	Hydroid	$ 48090	5-1-4
2549	L.A.	5:15	Zorko	$ 70550	7-3
2550	Mondu	6:17	Trebor	$ 98160	9-0-1
Totals				**$389,860**	**50-22-8**

The Bulgar champion, Stump believes in "high fiber, good scotch, the hanging curveball, and long, deep, slow face-smashings that last three days." Stump has had a complex ever since losing to Mondu the Fatman in 2087, when he was a victim of the famous "Tongue-Lashing Where the Sun Don't Shine." The tabloids have made a big deal over the bad blood between Stump and Mondu. Apparently, Mondu denied Stump a management position at his fledgling fight palace in 2549, marking "Fighting: 10, Brains: 1" on Stump's evaluation. Watch for Stump to be a strong contender for the Galactic Title this year.

bones and soft ecto-plasm. From the keyboard, hit your fire button (5) and the arrow key (1, 3, 7, or 9) associated with the weapon you want to use at the same time.

Got all that? Not going too fast for you am I? OK, so let's give it a try. You have nothing to lose but your life's savings. Incidentally, how much money do you have? Only a thousand bucks? Boy, this isn't gonna be easy. Does your mother know you're here? Can you introduce me?

Choosing a Fighter

Keyboard:

- Press 0 on your keypad to enter the Fighter Stable.

Edwina

Rank: #7

Kicks: Left **Punches**: Left
Special Move: Mohawk
Wt: 115 kgms. **Ht**: 2.3 meters
Age: 29 solars
Hometown: Andromeda 9
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2534	Spack	3:27	Puff Boy	$ 10080	2-8
2536	Spack	0:23	Freezer	$ 16040	7-3
2537	Glurst	3:17	Freezer	$ 28090	7-2-1
2538	Glurst	5:22	Stump	$ 13440	6-3-1
2545	Cystbol	0:47	Jax	$ 14030	5-2-3
2546	Nukito	0:12	Scorpion	$ 11200	4-5-1
2547	Spack	0:33	Zipfa	$ 189930	3-7
2548	Mondu	0:32	Zipfa	$ 12640	5-5
2549	Mondu	3:04	Mondu	$ 8880	4-4-2
2550	Mondu	1:10	Colonoid	$ 5600	4-5-1
Totals				**$309,930**	**47-44-9**

Known as the "First Lady of the Fight Palaces," Edwina has had a colorful career. Her brash comments to the press and her quaint rallying cry of "Let me tear you a new one" have kept her on the minds of fight fans everywhere. Last season she beat Mondu the Fat himself in one of the controversial "fledgling fights." Edwina hangs out with the hot band Lupo the Butcher and is known for slam-dancing the night away before and after her bouts.

- Press the left or right arrow keys (4 or 6 on the keypad) to highlight a fighter, then press 0 on your keypad to select the highlighted fighter. Press 0 on your keypad again to go to the WageMaker.

Joystick:

- Press the fire button on your joystick to enter the Fighter Stable.

- Move the joystick left or right to highlight a fighter, then press the fire button to select the highlighted fighter. Press the fire button again to go to the WageMaker.

OK, so here's the straight dope on choosing a fighter. There are ten different species of fighters here at the Fight Palace, and each one can go up against any of the others. Sometimes you even get two members of the same species going up against each other, which makes for some gnarly action at the gambling windows.

Each time you play, your fighter will be pitted against the other fighters at the Fight Palace. Keep winning, and you advance to the next level where you fight a higher ranked opponent. Lose a fight and you gotta go back two fighters and work your way up again. Lose three times, and you're back at the stable, shoveling sweat.

Now when you first start here at the Fight Palace, you can choose to control only one of the first three fighters: the Humanoid, the CyberDroid, or the Cryoplast. (If you could control a Celluloid, the Fatman's species, right away, you'd lick everybody all the time. Wouldn't be much fun and your tongue would get pretty raw).

As you work your way up the ranks, and beat some of the higher fighters, you will have more fighters to choose from the next time you play. For example, say you're lucky enough to work your way up and beat Edwina, the Super-humanoid, but then you lose the next three fights against Stump, the Bi-Husker (and my money's on Stump, buddy). The next time you play, you will be able to fight as a member of the Superhumanoid species, if you choose to do so.

About the Fighters

I hope I haven't confused you too much. I realize you fighters have pumped a lot of iron but have never lifted a book in your life. Some of these goons around here are so dumb they've been known to lose limbs and not notice. That's why I had these made up when I was the WageMaker.

Sworat hands you a small deck of grubby, dog-eared cards. Each of the nine cards in the deck has a picture of the fighter on the front, with a description of the fighter and his record on the back. These cards appear throughout this book.

Everything you want to know about these fighters is on these cards (plus an illustrated history of what I've had for lunch for the past few years). All that's missing is how many seconds it'll take any one of them to reduce you to compost.

Look at the Fatman there. Take a good look, 'cause that's as close as you're gonna get to the Fatman. He didn't earn his position as top seed here at the Fight Palace by being Mr. Nice Guy. As everybody around here knows, when you get licked by the Fatman, you stop ticking.

Enough of this gossip and innuendo. You look like you're in for the duration. Since you're signed up, let's scurry over to the WageMaker.

Freezer

Rank: #8

Kicks: Left **Punches**: Left
Special Move: Ice Kick
Wt: 120 kgms. **Ht**: 2.2 meters
Age: 54 solars
Hometown: Cyberia, Pluton
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2546	Spack	1:00	Zorko	$ 15000	6-2-2
2547	Nukito	0:57	Rex	$ 60670	8-2
2548	Mondu	2:21	Stump	$ 29000	6-3-1
2549	Spack	1:29	Jax	$ 99070	8-1-1
2550	Cinci	4:03	Behemoth	$ 22010	4-5-1
Totals				**$225,750**	**32-13-5**

This heinous individual, who once tried to sell his mother for a case of Cool Ranch tortilla chips, is currently wanted in fourteen systems for multiple violations of Galactic code 34.546: *Assault with intent to turn into a popsicle.* Freezer is freshly recovered from his epic confrontation with Flamer, a fight that destroyed 17 ecosystems and devastated thousands of acres of lush woodlands.

Placing Bets

Keyboard:

- From the fighter selection screen, press 0 on your keypad to go to the WageMaker.
- Use the left and right arrow keys to highlight the WIN TIME - FIGHTODDS button, press 0 on the keypad, and then press the up and down arrow keys to highlight the desired setting. Press 0 on the keypad to select the highlighted setting.

Now you're ready to back up your boast with cold hard cash. To put your money where you hope your mouth is after the fight:

Rubic

Rank: #9
Kicks: Both **Punches**: Both
Special Move: Expando Kick
Wt: 210 kgms. **Ht**: 2.2 meters
Age: 3 solars
Hometown: Lethal Systems, Inc.
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2548	Mondu	1:00	Behemoth	$ 75800	9-1
2549	Nukito	1:44	Stump	$ 98990	10-0
2550	Mondu	3:22	Rex	$ 2000	1-9
Totals				**$176,790**	**20-10**

Rubic had a difficult time last year. Several software bugs were discovered in his personality ROMS. These caused him to think at times that he was a long extinct Cocker Spaniel, Ed "Buzz" Aldrin (the second American to land on the Earth Moon), and a ball peen hammer. In addition, he was infected with a virus which deleted most of his left leg. He has since undergone a complete software upgrade, and should prove to be a much stronger fighter this year.

- Use the left and right arrow keys to highlight the BET AMOUNT button, press 0 on the keypad, and then press the up and down arrow keys to increase or decrease your bet. Press 0 on the keypad to select the highlighted amount.

Joystick:

- From the fighter selection screen, press the fire button to go to the WageMaker.
- Use the joystick to highlight the WIN TIME - FIGHT ODDS button, and press the fire button. Now move the joystick forward and back to highlight the desired setting, and press the fire button to select the highlighted setting.

Got that? Not too hard, was it? OK, now you need to put the old cash on the barrel, and your butt on the line.

- Use the joystick to highlight the BET AMOUNT button, and press the fire button. Now move the joystick forward and back to increase or decrease your bet, and press the fire button to select the highlighted amount.

Here's the inside scoop on the Wagemaker.

He's automated the whole process, so you just punch a few buttons and you'll find your bets have been placed and your wallet has been lightened, automatically. Right now you need to place some bets to maximize your miserable purse. If you're curious about your opponent, you can choose OPPONENT BIO for the Wagemaker's inside scoop on the player's who get pleasure from pain—yours.

Here's how the betting system works: Odds are based on the amount of time you think you will need to beat your opponent. For example, if you choose to fight against Freezer (who is ranked number 8), you'll face 6 to 1 odds that you can't beat him in under 30 seconds, 5 to 1 for under a minute, and 3 to 1 for under 2 minutes. But here's the catch (ain't life tough?): you have to specify beforehand how long your opponent will last. If you go over that time, you lose the bet (although you can still win the purse for the fight).

OK, you still with me? Now, you can bet by choosing your opponent and the duration of the fight right from the tote panel here. Before you do that, however, I strongly recommend you visit Doctor Kadaver's Weapons Store to even your chances a little with some of these super-thugs.

Weapons

Keyboard: Use the left and right arrow keys to highlight the **WEAPONS** button, and press **0** on your keypad to go to Doctor Kadaver's. Press **0** again to see the first set of weapons.

- To see the description and price of a weapon, highlight the weapon by moving the cursor with the keypad and press **0**.

- To buy a weapon, highlight **YES** with the left arrow key, then press **0** to purchase. To see another weapon, highlight **NO** with the right arrow key, then press **0**.

- From Dr Kadaver's you can exit to the fight by selecting the **FIGHT** button and pressing **0**, or you can return to the Wagemaker's screen by selecting the **BETS** button and pressing **0**.

Note: You cannot view a weapon unless you have enough money to buy it. You can buy up to four weapons.

Joystick: Move the joystick to highlight the **WEAPONS** button, and press the fire button to go to Doctor Kadaver's. Press the button again to see the first set of weapons.

- To see the description of a weapon, highlight the weapon by moving the cursor with the joystick, then press the fire button.

Rex

Rank: #10

Kicks: Right **Punches**: Right
Special Move: Death Kick
Wt: 105 kgms. **Ht**: 2.2 meters
Age: 36 solars
Hometown: Los Angeles, California, Earth
Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2546	Spack	1:25	Jax	$ 22360	4-6
2547	Spack	2:09	Puff Boy	$ 3000	2-8
2548	Cystbol	0:52	Borehead	$ 14780	3-7
2549	L.A.	6:40	Edwina	$ 17030	4-6
2550	Mondu	5:16	Freezer	$ 24500	6-4
Totals				**$ 81670**	**19-31**

Rex's hobbies are martial arts, electric guitar, and eating small, furry animals raw. A graduate of Harvard University, he recently received his Ph.D in Classical Torture and Dwarf Tossing. In addition, Rex holds the Earth record for Most Decapitations in a Single Year. Despite his unassuming appearance, Rex has surprised many opponents with his tendency to go berserk any time anyone insults the San Francisco 49ers.

- To buy a weapon, highlight **YES** by moving the joystick to the left, then press the fire button to purchase. To see another weapon, highlight **NO** by moving the joystick to the right, then press the fire button.

- From Dr Kadaver's you can exit to the fight by selecting the **FIGHT** button and pressing the fire button, or you can return to the Wagemaker's screen by selecting the **BETS** button and pressing the fire button.

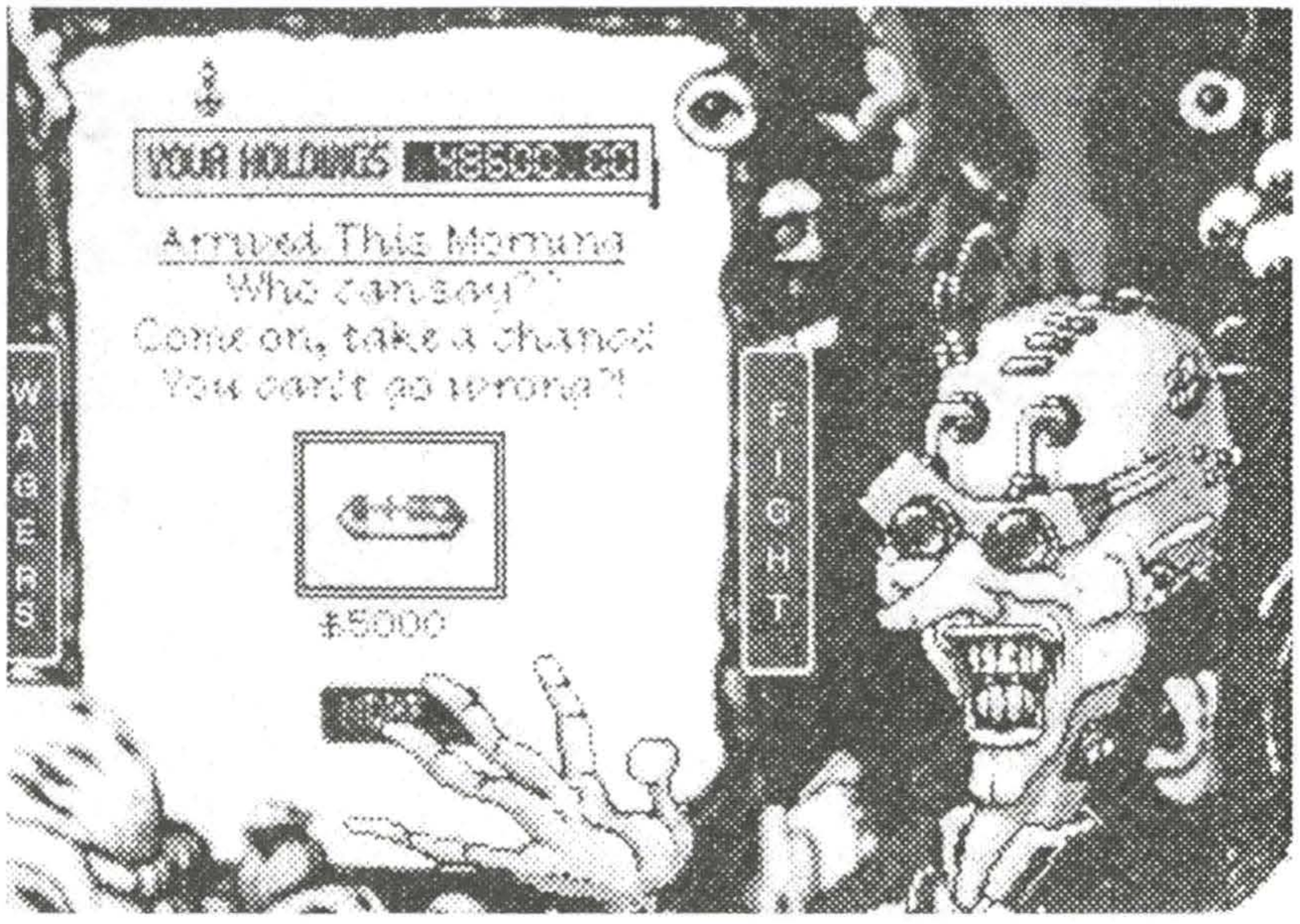
Note: You cannot view a weapon unless you have enough money to buy it. You can buy up to four weapons.

Whoa! Check out these prices! Let's face it, pal, with only a thousand bucks, you can only afford the cheaper weapons, but these will work fine against the lower-ranked fighters. This means you have to go up against the weaker slobs first, kick some tail, and then come back and buy some of the more expensive weapons. But be careful out there. What some of these exo-droobs might lack in stamina, they make up for in cunning, and fairplay is not part of their limited vocabulary.

The Daily Specials feature the fanciest items in Doctor Kadaver's boutique of bloodlust. These rotate every fight, so be smart and check them out. Who knows, maybe you'll be able to afford one of them someday.

And don't forget that each fighter has favorite weapons, specific to that species. You never know what special moves some of these alien geeks can come up with in moments of desperation. Let's see some of what Doctor Kadaver has in his extensive arsenal.

Ah! Doctor Kadaver! Delighted to see you again! (This guy's a real jerk, but it doesn't hurt to pour it on now and then.) We got a live one here, Doc. A real corn-husker from Earth, thinks he's gonna beat some of the most vicious fighters in the free universe. (Hey, just kidding, pal. Maybe the Doc'll take pity on you and give you a good deal). Let's see what you got in the economy line of weapons.



It appears that Doctor Kadaver's weapons store has been automated as well. The following weapons are in the economy line:

- Hands of Sutmar
- MultiMax 764
- Wheel of Pain
- Grease Slime
- Force Field
- Zan Zan Needles

Hey, Doc, is that all you have right now? What happened to the Tutu Twister? And the Woody Eyepecker?

Sworat turns to you, shaking his head.

Looks like the Doc's dropped some of the better weapons from his economy line. The Tutu twister was one of my favorites. It had the effect of a pair of ballet tights being twisted around certain parts of your anatomy until they parted from you.

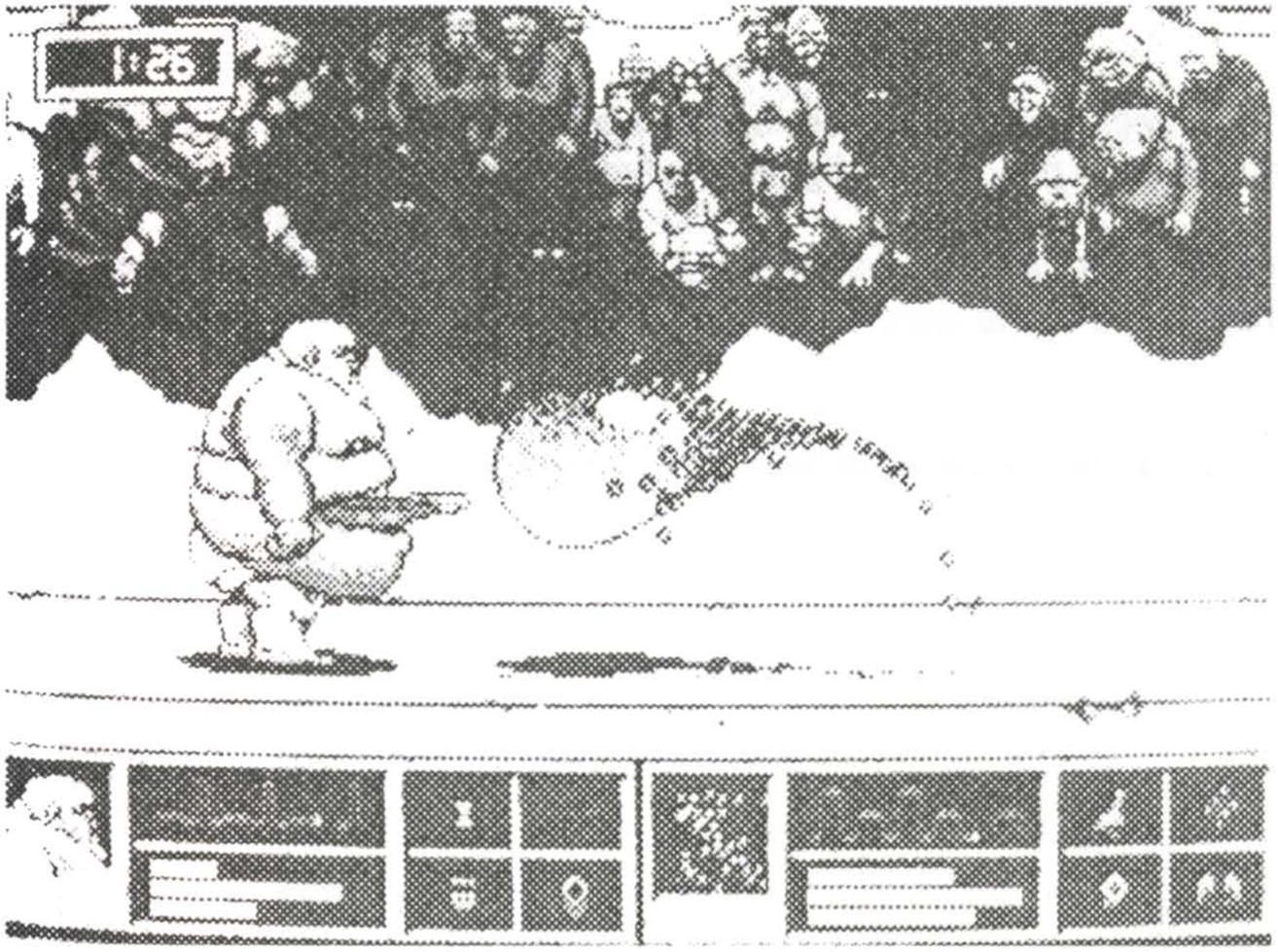
Anyway, that's about all you can afford for now, pal. Win some fights, and you can come back here and invest in some of the more expensive weapons.

Now whatever you do, don't spend all your cash on weapons, otherwise you won't have any left to wager with or, and this is important, for reanimation back here at Doctor Kadaver's. Last I heard, it costs you $100 for resuscitation, but since you aren't planning on losing any fights you're probably not listening. Hear me now and believe me later—the Doc gets you coming and going.

Now that you have your weapons, it's either back to the WageMaker to place your bets or right into the pit for a little toe-to-toe with some creature that floats like a glomen and stings like a zan-zan needle.

If you want to go into the Fight Arena, just highlight the FIGHT button (look, if you don't know how to do this by now, I suggest you pack it in— seriously) and press 0 or the fire button. This takes you straight to the ring.

The Fight Pit



Now that you've decided to attend the school of hard knocks (It's a short curriculum but the final's a killer) you need to know some of the rules of the pit.

You'll notice that both fighters are electronically monitored, so you can tell at a glance how strong they are in each of three different areas:

The Green *(top) line indicates a fighter's offensiveness. It measures the tide of the battle. When yours is getting shorter, your opponent's is getting longer. It lets us know out there in the crowd know who's taking the fight to who.*

The Blue *(middle) line indicates the amount of life a fighter has left. The shorter the blue line, the closer the fighter is to death. When the blue line is gone you can take one more hit before I start collecting my winnings.*

The Red *(bottom) line indicates the effectiveness of a fighter's attack. The red line gets shorter as your punch loses effectiveness. You keep doing the same thing to some poor dumb alien and eventually it won't hurt them anymore. So mix up your punches while you mess up your opponent.*

Your EKG line at the top goes flat when you die. It's different for every species. Doesn't mean much, just means it's different. If it meant anything else, I'd tell you. I would. It was supposed to mean something. But it doesn't. But it is different. For everyone. Got it?

When you're using a weapon, you'll see the selected device highlighted while it's in use. You'll know when a weapon is in use (for example, you'll be hung up off the ground from the anti-grav weapon while Edwina whacks you to death).

Well, kid, you're on your own from here on. I've taught you everything I know; the rest is up to you.

Good luck. Remember, I'm right here betting against you.

Quitting the Fight Pit (Exit to DOS)

It's going to get tough in there for a rookie like yourself. If you get too bruised and beat up to continue, you can get out of the pits and restart at a later time with an option to play as any fighter you've defeated during the game.

To exit *Tongue of the Fatman*, press **CONTROL** and **ESCAPE** simultaneously. This will put you back at the top scores screen from anywhere in the game. Once you're at the top scores screen, press **CONTROL** and **ESCAPE** together once more to return to DOS.

You must quit *Tongue of the Fatman* this way in order for the game to remember what fighters you have available next time you play.